



Home of user-generated,  
homebrew pages!

#### Navigation

Main Page  
Recent Changes  
Help Portal

#### Search

#### Homebrew

5e Homebrew  
4e Homebrew  
3.5e Homebrew  
2.5e Homebrew  
1e Homebrew  
Pathfinder Homebrew  
D20M Homebrew

#### System Ref. Documents

5e SRD  
3.5e SRD  
3.5e UA  
3e SRD  
Pathfinder SRD  
Modern SRD

#### Open Game Content

All 3rd-Party OGC  
5e OGC  
3.5e OGC  
Pathfinder OGC

#### Community

Official Discord Server  
Facebook  
User Email

#### Miscellaneous

Publications  
Random Page  
Donations

#### Tools

What Links Here  
Related Changes  
Special Pages  
Printable Version  
Permanent Link

[page](#) [discussion](#) [edit](#) [history](#)

## Homebrew Page

*This page was created by a user of D&D Wiki, and is not official content. Talk to your Dungeon Master before you use it.*

# Dire Tarrasque (5e Creature)

## Dire Tarrasque [\[edit\]](#)

*Gargantuan monstrosity, unaligned*

**Armor Class** 26 (natural armour)

**Hit Points** 738 (36d20 + 360)

**Speed** 40 ft.

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

30 (+10) 17 (+3) 30 (+10) 3 (−4) 11 (+0) 11 (+0)

**Saving Throws** Int +5, Wis +9, Cha +9

**Damage Immunities** fire, poison, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, frightened, paralyzed, poisoned

**Senses** passive **Perception** 10

**Languages** —

**Challenge** 33 (200000 XP)

**Legendary Resistance (3/day)** If the dire tarrasque fails a saving throw, it can choose to succeed instead.

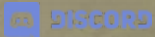
**Magic Resistance** The dire tarrasque has advantage on saving throws against spell and other magical effects.

**Reflective Carapace** Any time the dire tarrasque is targeted by a Magic Missile spell, a line spell, or a spell that requires a ranged Attack roll, roll a d6. On a 1 to 5, the dire tarrasque is unaffected. On a 6, the dire tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the dire tarrasque, turning the caster into the target.

**Siege Monster** The dire tarrasque deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.



**Bite.** Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is [grappled](#) (escape DC 20). Until this grapple ends, the target is [restrained](#), and the tarrasque can't bite another target.

**Claw.** Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 10) slashing damage.

**Horns.** Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (4d10 + 10) piercing damage.

Like a normal tarrasque, but made bigger by powerful wizards or the gods or whatever the DM feels like.

**Tail.** Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 [str](#) saving throw or be knocked [prone](#).

**Frightful Presence.** Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 [Wisdom](#) saving throw or become [frightened](#) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with [disadvantage](#) if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

**Swallow.** The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is [blinded](#) and [restrained](#), it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 [Constitution](#) saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer [restrained](#) by it and can escape from the corpse by using 30 feet of movement, exiting [prone](#).

## LEGENDARY ACTIONS

The dire tarrasque can take 3 legendary actions, choosing from the options below. Only one

legendary action option can be used at a time and only at the end of another creature's turn. The dire tarrasque regains spent legendary actions at the start of its turn.

**Multiattack.** The dire tarrasque makes two claw attacks or one tail attack.

**Move.** *The dire tarrasque moves up to half its speed.*

**Chomp (Costs 2 Actions).** The dire tarrasque makes one bite attack or uses its swallow.

---

Back to [Main Page](#) → [5e Homebrew](#) → [Creatures](#)

Categories: [CR33](#) | [5e](#) | [Creature](#) | [Monstrosity Type](#) | [Gargantuan Size](#) | [User](#)



Content is available under the [GNU Free Documentation License 1.3](#) except where otherwise specified.



[Privacy policy](#)

[About D&D Wiki](#)

[Disclaimers](#)

Advertisements: